

****BLACK EAGLES****

The Black Eagles will primarily be investigating the disappearance of Efandril Darkfire (and perhaps select others). These investigations might lead them into conflict with the Church of Seiros (the official religion of Okoto, and much of the rest of the world), and will also lead them to unearth the remnants of the Iliad (a villainous group of old).

PC#1 – Fire. Female. A Darkfire. Heir to the Aodhiim Empire, attending Garreg Mach as her final step before claiming the throne. Daughter of Reyn Darkfire. [Claimed by EHKS, playing as ELESNA]

PC#2 – Fire. Male or Female. A Commoner. With no significant name or titles, the backstory of this character is entirely up to the player, though I am happy to (and likely will) assist. [Claimed by ZIPPY, playing as MEGHANA]

PC#3 – Stone. Female. A Raqmu. Heir to the Kamuk Province, should their elder siblings both perish. This character is currently involved in a political conspiracy (more info only given once the role is claimed).

[STILL OPEN]

PC#4 – Stone. Male or Female. A Petros. As the only child of Anuheia Petros (who supported the Iliad, a villainous group), they are still blamed by many for their late father's actions. Once they are old enough, they will take the reigns of House Petros from their aunt, Carim – but before that happens, they must find a way to redeem the Petros name. [Claimed by TAKA, playing as ANASTER]

PC#5 – Stone. Male. A Galum. The Professor for the Black Eagles, who once fought in the Battle for the Dawn, the War of Five Kings, and the Great War as the General of Kamuk's forces. [Claimed by DANE, playing as QUIN]

NPC – HUBERT PYRE. He is a servant to Eleshna Darkfire, and is loyal to her above all – continuing the legacy of House Pyre's devotion to House Darkfire. He often operates for her within the shadows where she cannot tread... and woe to anyone who dares speak against Eleshna where Hubert might hear it.

****AZURE SERPENTS****

The Azure Serpents will primarily be investigating a series of strange occurrences surrounding the Temple of Time, as well as hunting down a villainous group known as "Those Who Slither in the Dark". This campaign will likely deal with the most PvP of the three.

PC#1 – Jungle. Male. A Saryian. Heir to Arcadia, where they will be responsible for the third most powerful family in the Alliance, and responsible for maintaining relations with the nation of Ithaca on behalf of the Alliance. Son of Adeleine Saryian, brother to Elline Saryian. [Claimed by TORU, playing as TEKMO]

PC#2 – Earth. Female. An Ikhav. As a lower noble, they seek to increase their prestige – first and foremost by joining the Order of Seiros. Daughter of Ryuji Ikhav. [Claimed by BURNMAD, playing as MALAG]

PC#3 – Earth. Male. A Joro. As the second son of Makoto Joro, they do not currently stand to inherit anything when their father passes on – and their existence is, in fact, frequently ignored. Rumors abound about their parentage. Son of Makoto Joro, brother to Makoto II Joro. [Claimed by TL, playing as GIOVANNA]

PC#4 – Water. Female. A Corruich. As the last remaining heir to House Corruich and to Riverrage, their position is rather tenuous. They're trying to live up to the legacy of their grandfather, Jed Corruich the Kingslayer. Daughter to Ismaire Corruich, Sister to Cyril Corruich. **[STILL OPEN]**

PC#5 – Water. Male. A Vatten. The son of Pulse Vatten, and once the heir to the Crimson Throne. He fought in the Great War and helped to take down the Iliad. Though he tried his hand at governing over Agua Hielo, his efforts ultimately ended in failure thanks to the Prophets of Ma – but his wide variety of experiences marks him as an advisor in high demand. [Claimed by TRIJHAK, playing as VIRNDRUNG]

NPC – INGRID TYDE. She strives to be noble in all of its aspects, and strives for the Greater Good of Okoto, no matter what personal sacrifices that might entail. As the legitimized bastard of Tethys Tyde, she often suffers disrespect from others of noble birth.

****WHITE WOLVES****

The White Wolves will primarily be investigating "Spirit Ruptures", dealing with the Spirit Side and attempting to either prevent or emerge victorious during "Ragnarok". This campaign (and the Spirit Side in general) will be themed around Norse Mythology.

PC#1 – Ice. Female. A Greavesy. A noble somewhat suspicious of the Order of Seiros and the Knights of Ekimu, who is nonetheless extremely worried about the coming of Ragnarok. As a member of House Greavesy, she has a responsibility to maintain their power and influence, and to see it grow. (Should NATO take this role, this character can be the daughter of Nato Greavesy. For all other players, this character will instead be the daughter of Kohga Greavesy, and be the heir to the North). [Claimed by NATO, playing as NATHAIR]

PC#2 – Ice. Female. A Crustallus. A warrior by nature and by heart, who seeks to repair the reputation of her house. After an encounter with a Spirit Rupture (where she narrowly survived being attacked by a massive wolf named Fenrir), she seeks to convince the Order of Seiros to assist the Knights of Ekimu in preventing Ragnarok. Daughter of Kotake Crustallus. [Claimed by VOXUMO, playing as VLORA]

PC#3 – Ice. Male. A Commoner. An Agori from a land outside of Okoto, who sought out Garreg Mach in their quest to become even stronger than they already are. [Claimed by JAKURA, playing as SAMSON]

PC#4 – Fire. Male or Female. An Aodh. The last heir to House Aodh of Okoto, they live in exile from the Empire after the mysterious deaths of the rest of their family following the Great War. They have the protection of the Knights of Ekimu – but where their loyalties will ultimately fall, and what their goal might be, is unknown to all but them. Child of the late Jaller Aodh, sibling to Petra Aodh (MIA). **[STILL OPEN]**

PC#5 – Ice. Female. A Sivr. Once a servant drafted into service by House Sivr, she assisted Efandril Darkfire during the Great War, and reaped the benefits of her victory. Afterward she rendered House Sivr extinct before officially taking their name for her own. She served Efandril until the Emperor's disappearance – and has been missing for many years herself, until recently resurfacing. [Claimed by XCCJ, playing as FELI]

NPC – HILDA RAYNE. A member of a lesser branch of House Rayne, and not in line to inherit. She is following in her elder brother's footsteps, attending Garreg Mach in preparation of joining the Knights of Ekimu. She seeks to help them prevent Ragnarok, and hopes to somehow repair the faltering Wall Between Worlds.